

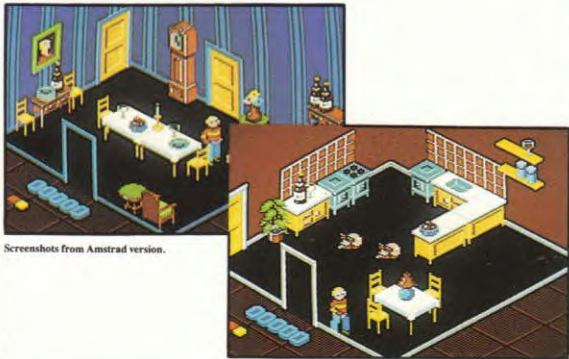
BY MICHAEL ST. AUBYN

INSIDE OUTING

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Never before have you seen a 3D game as impressive as this! You play a burglar hunting around an astoundingly realistic house in which every object is carefully defined in 3D-space — you can even look behind pictures, play snooker and open lids of cupboards! Seek the gems hidden within the house, or you may never get out . . . One of those rare games that will keep you coming back for one more try for the solution months after you buy it.

- ★ First ever game of its kind to feature multi-colour 3D graphics to pixel accuracy on the C64!
- ★ Takes the revolutionary 'Worldmaker' technique, pioneered in Fairlight, one leap further.
- ★ "... the graphics are so high resolution you can even see what the picture on the wall is." Games Machine Oct/Nov 1987.



Screenshots from Amstrad version.

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Program and game concept
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THE EDGE

INSTANT
CLASSICS

Amstrad/Schneider
464/664/6128

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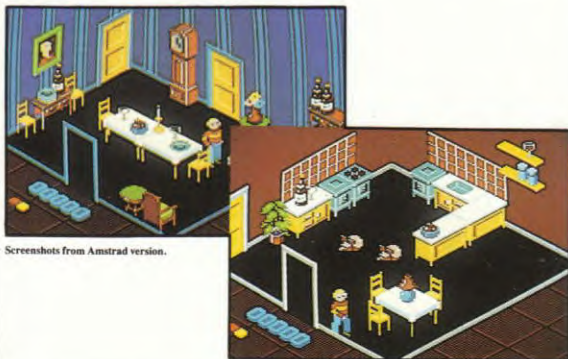
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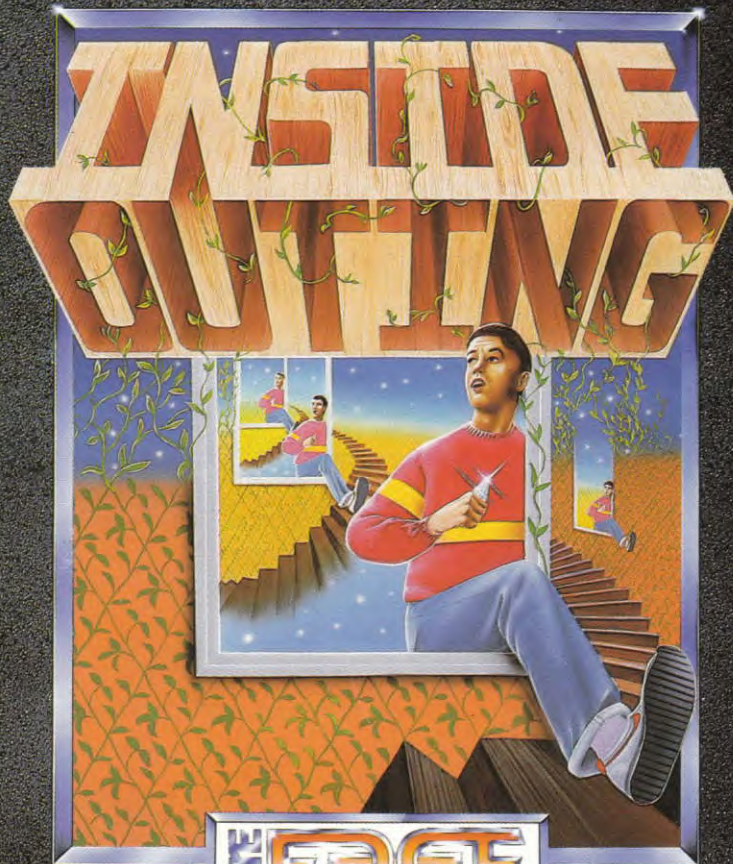
THE
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